Subject: Re: C&C Zeppelins
Posted by Cpo64 on Sat, 23 Jun 2007 00:31:59 GMT

havoc9826 wrote on Fri, 22 June 2007 10:51Is there a way to instead use whatever script(s) is/are used in the singleplayer Raveshaw fight (see this thread), and have it enabled/disabled by pressing a certain key after picking up a powerup? It may be impractical, though, since the trajectory is unchangeable from what I've seen, but if you could tweak that, that would be great.

Isn't there a script for a jump zone that allows you to jump farther then you normally would?